



MicroProse Software

CHOPPER RESCUE

INSTRUCTIONS:

(C) 1982 by Sid Meier
for MicroProse Software

Object

The object of the game is to rescue the captives trapped in a series of underground labyrinths. Care must be taken to avoid the fixed missile launchers and mobile patrol drone defenders. Points are accumulated for captives rescued, enemy installations destroyed, and speed.

Loading the Game

Disk: Place the game disk in the disk drive and power on the disk, then place your BASIC Language cartridge in the computer and power it on. The game will load and begin automatically after about one minute. IMPORTANT: Leave the disk powered on and the game diskette in the disk drive (unit 1) since the disk is required by the game.

Cassette: Insert the BASIC cartridge and turn the computer on. Place the program cassette in the program recorder, rewind if necessary. Type CLOAD and press Return. Depress the PLAY button on the recorder, press Return again. When the program is loaded ("READY") type RUN and press Return, more data will be loaded from tape. After 3-5 minutes the program will begin. There is only one labyrinth in the cassette version.

Starting the Game

Use the OPTION key to select the level of difficulty. Level one is the easiest and level three is the most difficult; more points are awarded in the more difficult levels. Use the SELECT key to choose the play mode: one to four players (teams) may play. You may select either the Solo mission or the Team mission. Note that the SELECT key controls both the number of players and the play mode. Press the START key to begin the game.

Playing the Game

You control the chopper by pressing the joystick in the direction you wish to move. The captives will wave at your chopper, pick them up by positioning the chopper over them. Avoid the walls of the labyrinth and destroy the enemy defenses. Your chopper is equipped with swift missiles and powerful bombs. To drop a bomb, hold the joystick down and press the trigger. Bombs may be dropped with forward or backward velocity as well as straight down. You may only fire one bomb at a time. To fire a missile, hold the joystick left or right and press the trigger. In the solo mode, the first joystick controls all game functions. In the team mode, the first joystick controls the motion of the chopper while the second joystick controls the bombs and missiles - allowing two players to participate simultaneously. The indicator in the upper left corner of the screen shows the amount of fuel remaining in your chopper. Your chopper will crash if it runs out of fuel before all the captives are rescued. There are ten captives in each labyrinth. When all ten have been rescued, you may continue with the next labyrinth. In the multi-player games, all players complete the first labyrinth before any player attempts the next. The bottom of the title screen will indicate which player is next. You may PAUSE the game at any point by hitting the space bar. To resume, hit the space bar again.

Scoring

Points are accumulated for rescuing the captives, destroying the enemy patrol craft, and destroying the enemy installations. Additional bonus points are awarded at the end of each screen for any fuel remaining. Each player has three choppers with which to accomplish the mission. At various point levels bonus choppers are awarded. The upper right hand of the screen indicates how many choppers remain (up to a maximum of three). A good score is 5,000 points or more, 15,000 and above is outstanding.

Experience the MicroProse Challenge !!!



Brief Blue 2, your computer wingman, on his mission and he will follow your instructions, lead him on to all out air and air-ground battle against enemy territory... But, look out for Red Eagle, they defend their territory and attack yours!... Scrolling, split screen challenge for 1-4 players... ATARI, 32K Disk or Cassette... \$24.95.



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Plot your nimble assault helicopter through the complex underground labyrinth. Destroy the enemy attack and defenses while you fight your way to rescue the captives trapped inside... Solid or team excitement for 1-8 players... ATARI, 32K Disk or Cassette... \$29.95.

MicroProse Software is dedicated to bringing you games that challenge you far beyond the first few plays. We promise you hours of excitement and pleasure. Our games are created using "MicroProse", our own proprietary assembly language gaming system, and are available at select computer stores.

If you can not find our games at your computer store, you can order by MasterCard or Visa, money order, C.O.D. or check. Add \$2.50 for postage and handling. MD residents add 5% sales tax. Call or write:

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